

MARVEL COMICS

the AMAZING SPIDER-MAN

APPROVED
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#30
#471

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DIRECT EDITION



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Milk
mustaches
don't
last long
when you're
a sponge.



Which means
I may have
to drink
another glass
of yummy
chocolate
milk.

Or two.

Or three.

Or four.



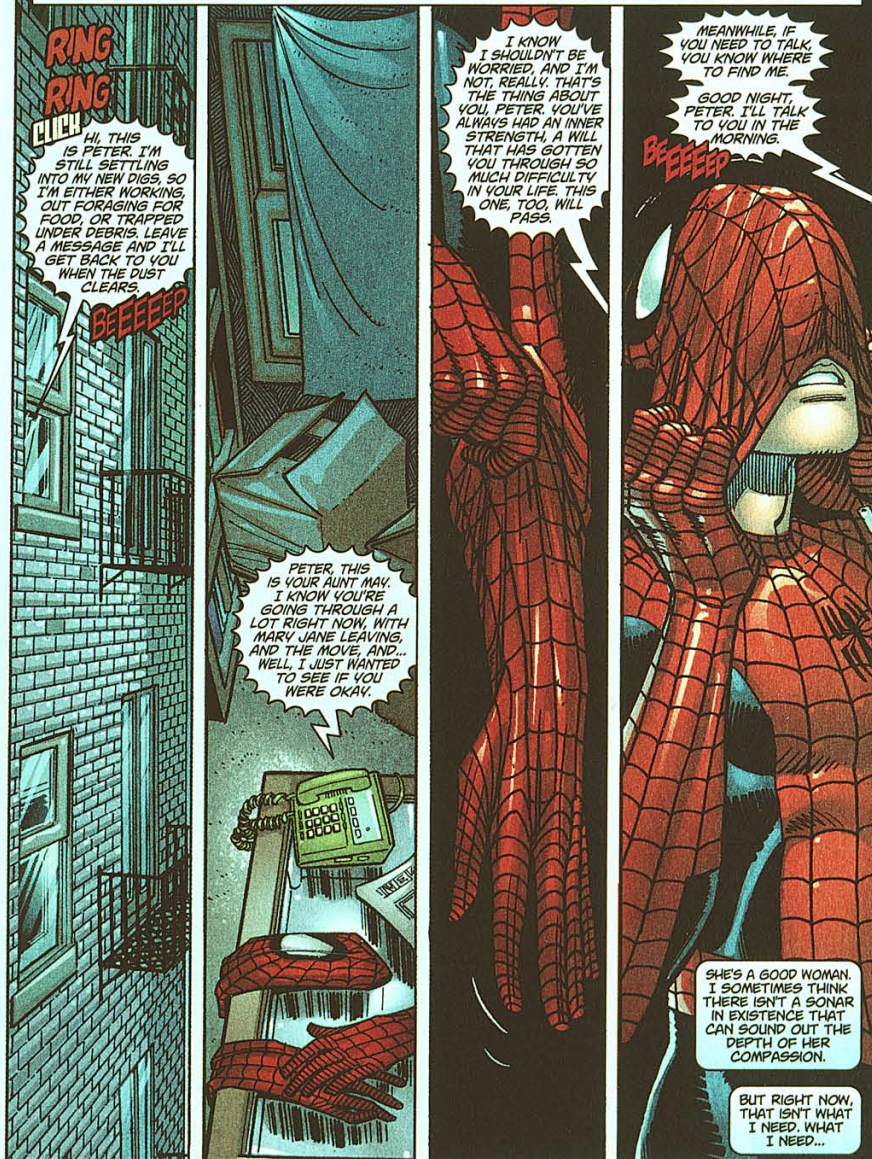
CHOCOLATE
got milk?

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AT A DEMONSTRATION ON RADIATION, HIGH SCHOOL STUDENT PETER PARKER WAS BITTEN BY AN IRRADIATED SPIDER FROM WHICH HE GAINED THE ARACHNID'S INCREDIBLE ABILITIES. WHEN A BURGLAR KILLED HIS BELOVED UNCLE BEN, A GRIEF-STRIKEN PETER VOWED TO USE HIS GREAT POWERS IN THE SERVICE OF HIS FELLOW MAN, BECAUSE HE LEARNED AN INVALUABLE LESSON: WITH GREAT POWER THERE MUST ALSO COME GREAT RESPONSIBILITY.

STAN LEE PRESENTS: THE AMAZING SPIDER-MAN



**RING
RING**
CLICK
HI, THIS
IS PETER. I'M
STILL SETTLING
INTO MY NEW Digs, SO
I'M EITHER WORKING,
OUT FORAGING FOR
FOOD, OR TRAPPED
UNDER DEBRIS. LEAVE
A MESSAGE AND I'LL
GET BACK TO YOU
WHEN THE DUST
CLEARS.

BEEEEEP

PETER, THIS
IS YOUR AUNT MAY.
I KNOW YOU'RE
GOING THROUGH A
LOT RIGHT NOW, WITH
MARY JANE LEAVING,
AND THE MOVE, AND...
WELL, I JUST WANTED
TO SEE IF YOU
WERE OKAY.

I KNOW
I SHOULDN'T BE
WORRIED, AND I'M
NOT, REALLY. THAT'S
THE THING ABOUT
YOU, PETER. YOU'VE
ALWAYS HAD AN INNER
STRENGTH, A WILL
THAT HAS GOTTEN
YOU THROUGH SO
MUCH DIFFICULTY
IN YOUR LIFE. THIS
ONE, TOO, WILL
PASS.

MEANWHILE, IF
YOU NEED TO TALK,
YOU KNOW WHERE
TO FIND ME.

GOOD NIGHT,
PETER. I'LL TALK
TO YOU IN THE
MORNING.

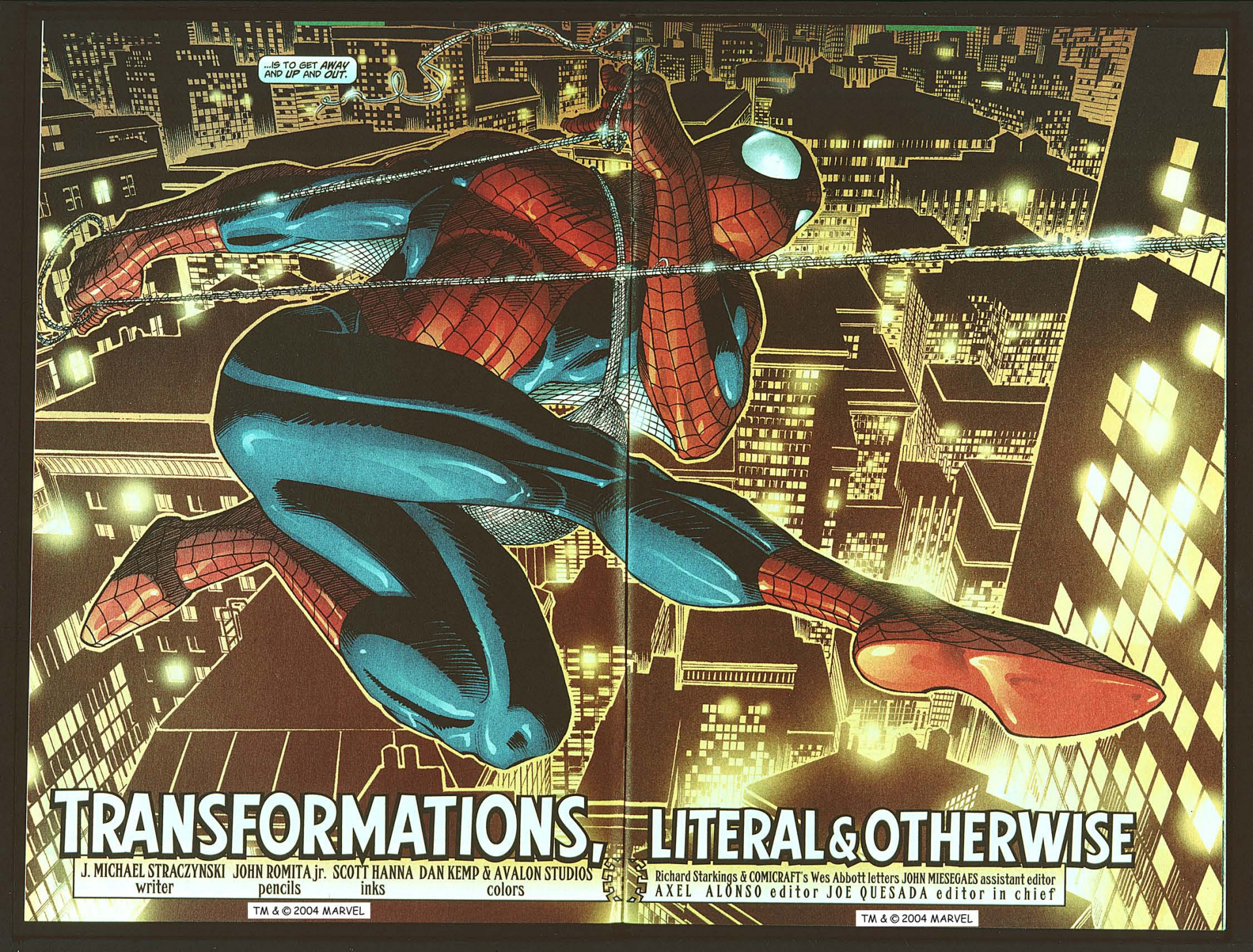
BEEEEEP

SHE'S A GOOD WOMAN.
I SOMETIMES THINK
THERE ISN'T A SONAR
IN EXISTENCE THAT
CAN SOUND OUT THE
DEPTH OF HER
COMPASSION.

BUT RIGHT NOW,
THAT ISN'T WHAT
I NEED. WHAT
I NEED...

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A dynamic comic book illustration of Spider-Man swinging through a city at night. He is shown in a crouched position, suspended by a web line that stretches across the frame. The city below is a dense grid of skyscrapers, many with glowing windows, creating a warm, yellowish light against the dark night sky. Spider-Man's iconic red and blue suit is clearly visible, with his mask featuring large white eyes. A speech bubble is located in the upper left corner.

...IS TO GET AWAY
AND UP AND OUT.

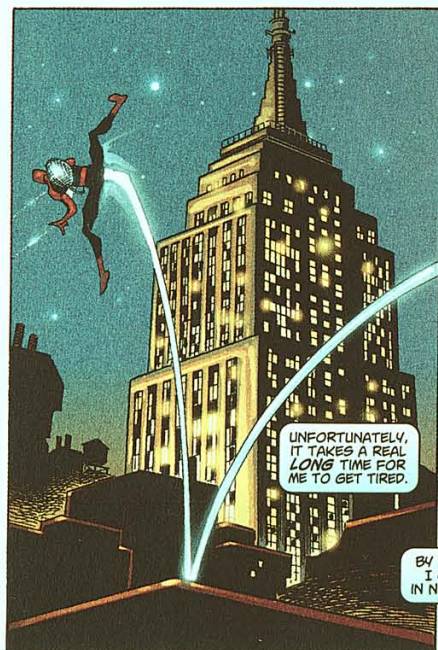
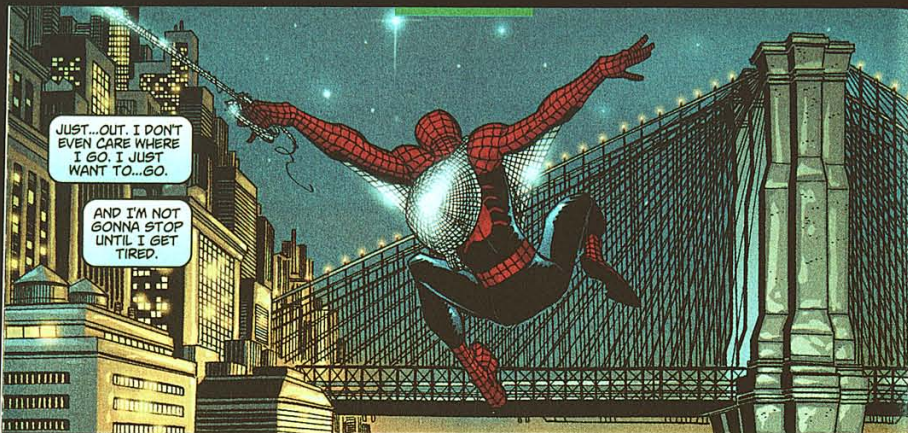
TRANSFORMATIONS, LITERAL & OTHERWISE

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DAN KEMP & AVALON STUDIOS colors

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JOE QUESADA editor in chief

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WITHOUT DOING
SQUAT.

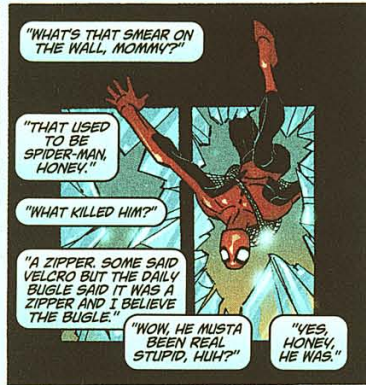
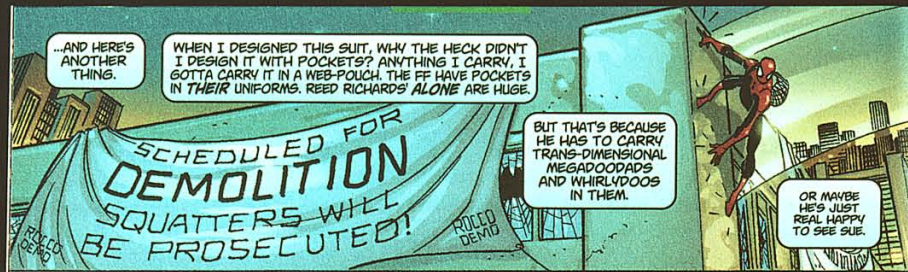
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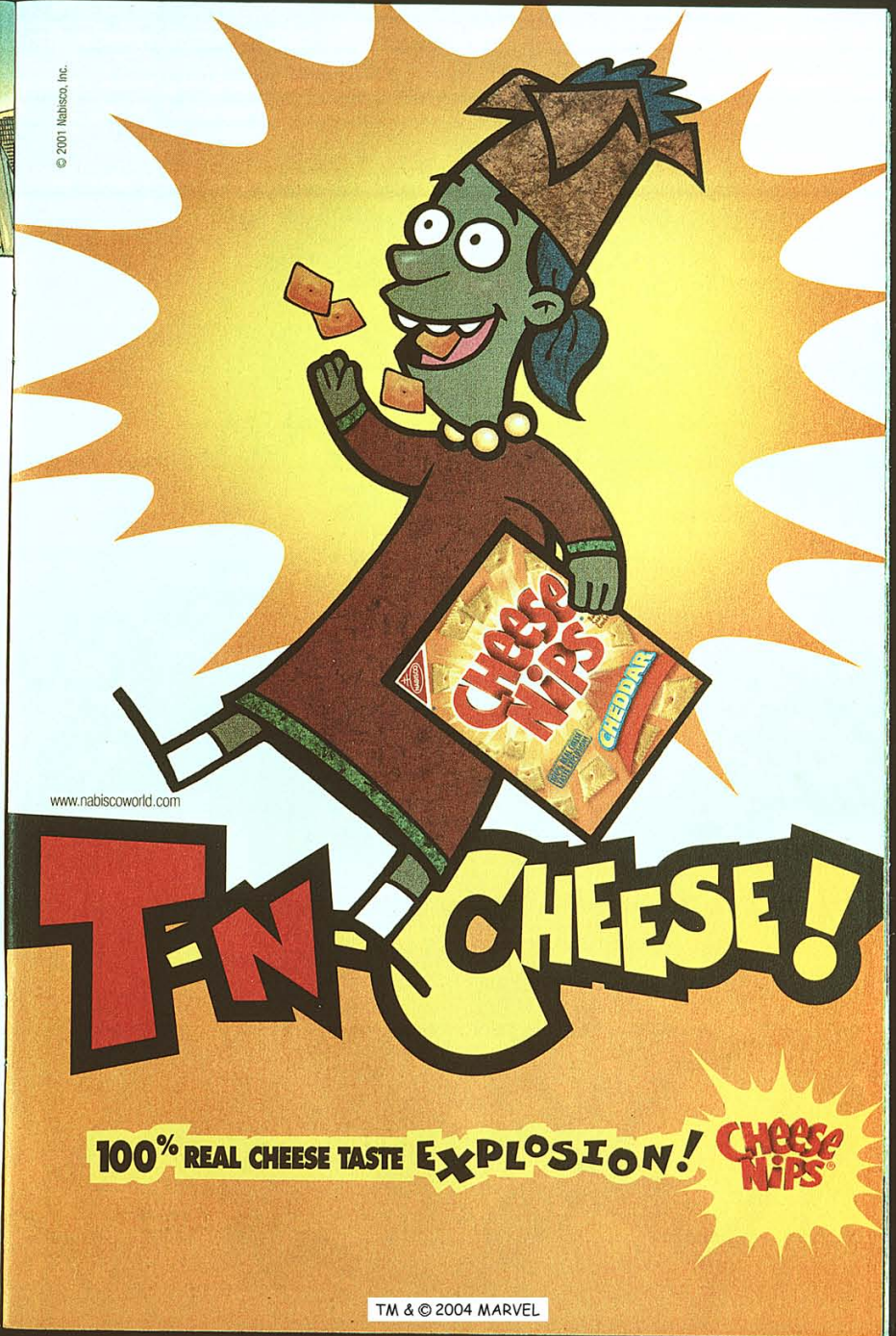
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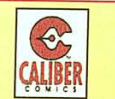


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Nabisco, Inc. The Great Search for SpongeBob SquarePants Instant Win Game Full Official Rules

NO PURCHASE NECESSARY. Open only to legal U.S. residents age 6 to 17 as of June 29, 2001 who currently reside in the U.S. Game void where prohibited. Game starts on or about March 1, 2001 and ends on June 29, 2001. Many will enter, few will win.

HOW TO PLAY: Squared Patrick Star and SpongeBob SquarePants character combinations are printed on the back panel of specially marked packages of Nabisco Products, while the Match N Win game piece is printed on the inside panel of the packaging. You use a prize as follows: subject to verification, 1) Grand Prize character combination - one Squared Patrick Star AND one Squared SpongeBob SquarePants, OR 2) 1st Prize character combination - one Squared AND one Patrick Star OR 2nd Prize character - one Squared. Non-winning game-piece character combinations will read "Sorry To Aquat!" Approximately 18,125,000 specially marked packages of Nabisco products will be distributed.

ALTERNATE METHOD OF PARTICIPATION: To participate without purchase, handprint your full name, complete address, date of birth, and home phone number, with area code, on a 3"x5" cardpiece of paper, insert into a business-size envelope and mail to: The Great Search for SpongeBob SquarePants Instant Win Game, P.O. Box 3344, Maple Plain, MN 55053-3344, postmarked by June 29, 2001 and received by July 13, 2001. One game play per request; one request per reader mailing envelope. No mechanics organization will accept requests of winners will be accepted. An independent judging organization will play for you and notify you by mail ONLY if you are a winner. Submission of game-size requests will not result in automatic entry into the second-chance drawing.

PRIZES (APPROXIMATE RETAIL VALUE (ARV) OF WINNING):

Grand: (100) 5-day/4-night Royal Caribbean Cruise for winner and three guests to the Bahamas. Trip details, including airfare and departure, are to be verified with winner at a later date determined by the Sponsor. Winner and guests must be available to travel on December 1-4, 2001. This consists of round-trip coach air transportation for winner and three guests from major commercial airport near winner's residence to Orlando, Florida; departure on December 1, 2001; 1-night accommodation at a Marriott Vacation Club International resort on December 1, 2001 (one standard room, based occupancy as available); ground transfers (Orlando airport pickup to hotel, hotel to point-of-departure (Port Canaveral) and cruise return to Orlando airport); 4-night stay on the Royal Caribbean cruise departure on December 2, returning on December 6, 2001; includes standard coach occupancy accommodations on ship to available and suitable lodging in Bahamas and Cozumel Island, Bahamas; \$850 cash (U.S. Dollars), and port tax (ARV) \$4,800. Odds of winning a Grand Prize: 1 in 18,125. First: (1,000) Wild Planet Paper Table. Odds of winning a first prize: 1 in 1,812.5. Second: (2,500) Wild Planet Paper Table. Odds of winning a second prize: 1 in 7,250. ARV of all prizes: \$525,965.

CONDITIONS ON PRIZES: Grand Prize Winners are solely responsible for all expenses not specifically set forth herein including, but not limited to, alcohol and any other incidental. Passport/travel documents are solely the responsibility of the Grand Prize winners and their guests. (NOTE: All on-board meals and gratuities will be included in the price.) Grand Prize indicated, the prize will be forfeited and awarded to an alternate winner via the Second-Chance Drawing. Sponsor reserves the right to alter/discontinue line of Grand Prize First and Second Prizes will be awarded by mail approximately 8-10 weeks after verification. Grand Prizes will be awarded to parent/legal guardian of winners on winner's behalf and a parent/legal guardian must accompany each winner on the trip as one of winner's guests. The parent/legal guardian of each Grand Prize Winner will be required to sign an Affidavit of Eligibility, Liability Release, and a Publicity Release (where legal) to be returned within 14 days of receipt of prize notification. The Grand Prize Winner's guests also must execute a document of Liability and a Publicity Release (where legal) prior to issuance of travel documents. If guest is a minor, guest's parent or legal guardian must sign release for guest. In the event of noncompliance with these requirements, prize may be forfeited and an alternate winner selected. If Grand Prize/Grand Prize notification is returned as undeliverable, prize will be forfeited and an alternate winner selected. If First and Second Prize notification is returned as undeliverable, prize will be forfeited. No prize substitution or cash equivalent for all prizes. If Grand Prize is canceled for any reason, Sponsor's liability is in the approximate retail value of the prize. Winner is solely responsible for any state, local, and/or federal taxes on prize.

SECOND-CHANCE DRAWING: All unclaimed Grand Prizes will be awarded via a Second-Chance Drawing. To enter the Second-Chance Drawing, legally hand your prize and complete address, home phone number, and date of birth on a 3"x5" cardpiece of paper and mail to: The Great Search for SpongeBob SquarePants Second-Chance Drawing, P.O. Box 3352, Maple Plain, MN 55053-3352. Entries for Second-Chance Drawing must be postmarked by June 29, 2001 in order to be eligible for the drawing. Each entry will be mailed separately enclosed under the supervision of Eagle Marketing Group, an independent judging organization, on or about July 27, 2001. Odds of winning a Grand Prize in the second-chance drawing will depend on the number of eligible entries received and the number of unclaimed Grand Prizes.

VERIFICATION: All game pieces are subject to verification. Game pieces are void and will be rejected if not obtained through authorized, legitimate channels or if any part is illegible, mutilated, altered, counterfeited or tampered with in any way or if materials contain errors or for any other reason, most prizes are claimed in any category than indicated in these Official Rules. The actual number of winners in each prize category will be selected in random drawing from among all eligible prize claims received for each prize category. Only the prizes in the quantities set forth in these Official Rules will be available to be won in the Game. Any attempt to defraud Nabisco, Inc. or the official judging agency in any way will be prosecuted to the fullest extent of the law, and persons attempting same will be disqualified.

ELIGIBILITY: The following categories of persons are not eligible to enter or win: employees of Nabisco, Inc.; advertising and promotion agencies; printers and bakery personnel; MTV Networks; Eagle Marketing Group; Royal Caribbean Cruise Lines; Wild Planet Toys; Marriott Vacation Club International; Warner Travel; their respective parent companies, affiliates, retailers, subsidiaries, sales representatives and distributors; and their immediate families (parents, children, siblings, spouse) and those living in the same household as such individuals.

CONDITIONS OF PARTICIPATION: Game is subject to all applicable federal, state and local Official Rules and all decisions of the judges, which are final and binding in all respects. Submission of game materials includes but not limited to prize claims is the sole responsibility of the participant. Sponsor and its agencies are not responsible for lost, stolen, damaged, illegible, destroyed, incomplete or postage-due mail, entries, requests or prize claims. All game materials submitted become the sole property of Sponsor and will not be acknowledged or returned. Game pieces and/or prizes may not be assigned or transferred. Unclaimed First and Second Prizes will not be awarded. Limit one request per person/family/household.

RELEASES: Parent/legal guardians of participants agree to release and hold harmless Nabisco, Inc., Sponsor, MTV Networks, Eagle Marketing Group, Royal Caribbean Cruise Lines, Marriott Vacation Club International, Warner Travel, Wild Planet Toys, Inc., their respective parent companies, affiliates, retailers, subsidiaries, sales representatives and distributors, and their immediate families, agents and employees of any of the above entities from any and all liability, loss or damage incurred with respect to all aspects of the Game, including but not limited to, injury, death, sickness or death resulting directly or indirectly from accepting the prize, or any other claim, as accepting an award, including acceptance of winner and guests aware to the Sponsor's and all winner's name, address (city & state), photograph, residence or interest for advertising or publicity purposes and in the use of character, name or any other rights to said use, without further compensation or notice, unless prohibited by law.

WINNERS LIST: For a list of Grand Prize Winners, available after September 1, 2001, send a self-addressed, stamped envelope by July 13, 2001 to: The Great Search for SpongeBob SquarePants Winners List, P.O. Box 3355W, Maple Plain, MN 55053-3355. Sponsor: Nabisco Inc., 100 Delaware Avenue, East Newark, New Jersey 07036. MTV Networks, 1515 Broadway, New York, NY 10036. Promotion Agency: Carlton Drake & Associates, 21 Charles Street, Suite 100, Westport, CT 06880. ©2001 Viacom International. All rights reserved. Nickelodeon, SpongeBob SquarePants and all related files, characters and logos are trademarks of Viacom International Inc. Royal Caribbean International, Marriott Vacation Club International, and Warner Travel are not endorsing, sponsoring or otherwise affiliated with this promotion.

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And this December 1st-6th, you and three guests could spend 5 days and 4 nights at

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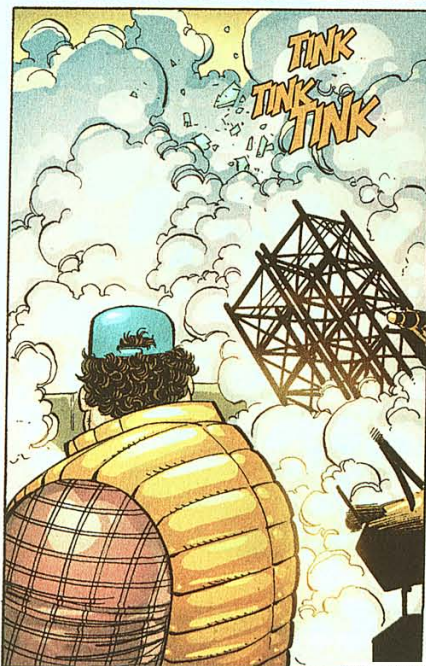
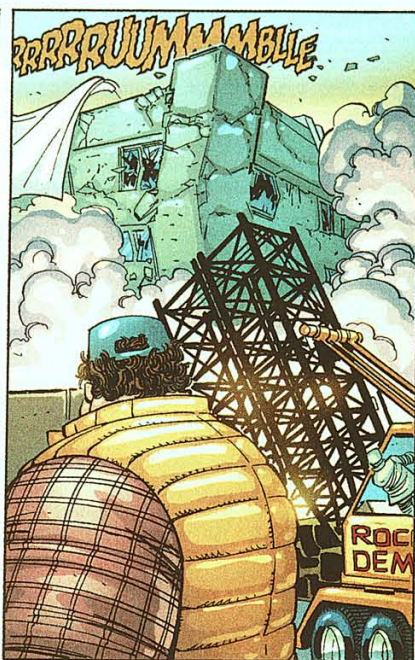
hang out with him at a beach party! There are lots of other prizes you can win too! See opposite page for details or visit us at NabiscoWorld.com!



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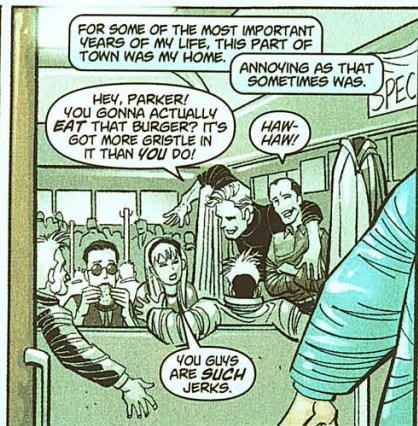
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I DECIDE I NEED SOMETHING TO EAT, SO I PICK A PLACE PRETTY MUCH BY INSTINCT. I'M NOT THINKING ABOUT IT.



AND MAYBE THAT'S WHY I ENDED UP THERE. I WASN'T THINKING. I WAS FEELING.



FOR SOME OF THE MOST IMPORTANT YEARS OF MY LIFE, THIS PART OF TOWN WAS MY HOME.

ANNOYING AS THAT SOMETIMES WAS.

HEY, PARKER! YOU GONNA ACTUALLY EAT THAT BURGER? IT'S GOT MORE GRISTLE IN IT THAN YOU DO!

HAW-HAW!

YOU GUYS ARE SUCH JERKS.



THE FIRST FEW YEARS I CAME TO THIS SCHOOL, I WAS THE SAME AS EVERYBODY ELSE.

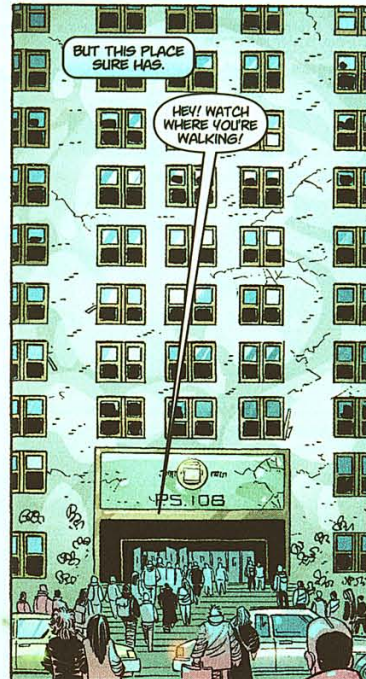


JUST ONE MORE HIGH SCHOOL STUDENT TRYING NOT TO BE NOTICED, NOT TO LOOK WEIRD, WORRIED THAT HE'D NEVER FIT IN.



THEN ONE DAY, A SPIDER-BITE MADE SURE I WAS NOTICED, AND THAT I WOULD NEVER FIT IN ANYWHERE, EVER AGAIN.

SOME THINGS HAVEN'T CHANGED.



BUT THIS PLACE SURE HAS.

HEY! WATCH WHERE YOU'RE WALKING!



YEAH, WATCH IT, JERKFACE!

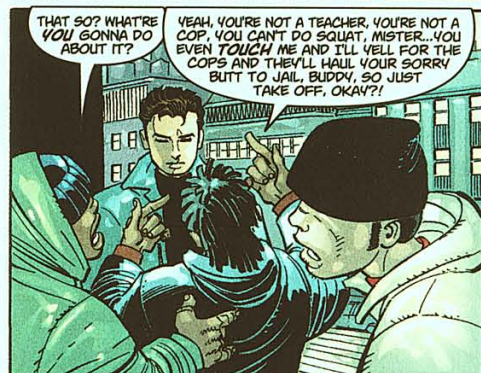
AWK --!



LOOK, JUST... CUT IT OUT, OKAY? I DIDN'T DO ANYTHING TO YOU.

YEAH, BUT WE'RE GONNA DO SOMETHING TO YOU, YOU STUPID --

I WOULDN'T ADVISE THAT, GUYS.



THAT SO? WHAT'RE YOU GONNA DO ABOUT IT?

YEAH, YOU'RE NOT A TEACHER, YOU'RE NOT A COP, YOU CAN'T DO SQUAT, MISTER... YOU EVEN TOUCH ME AND I'LL YELL FOR THE COPS AND THEY'LL HAIL YOUR SORRY BUTT TO JAIL, BUDDY, SO JUST TAKE OFF, OKAY?!



JERK!

SEE YOU LATER, JOE. YOUR BIG BROTHER AIN'T THERE TO PROTECT YOU.

YOU OKAY?



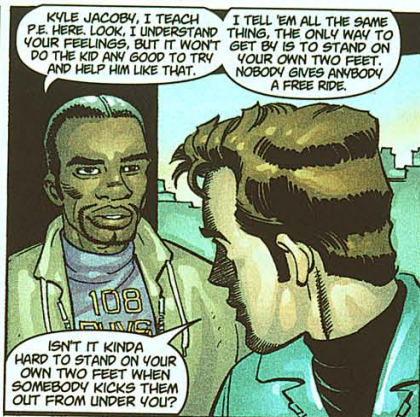
NO, I'M NOT OKAY... 'CAUSE NOW THEY'RE JUST GONNA GET ME TWICE AS BAD LATER --

-- AND I HATE THEM AND I HATE MY LIFE AND THIS SUCKS AND YOU MADE EVERYTHING WORSE AND I GOTTA GET TO CLASS...



I... I MEAN... I'M SORRY, I --

I SAW WHAT HAPPENED THERE, BUDDY.



KYLE JACOBY, I TEACH P.E. HERE. LOOK, I UNDERSTAND YOUR FEELINGS, BUT IT WON'T DO THE KID ANY GOOD TO TRY AND HELP HIM LIKE THAT.

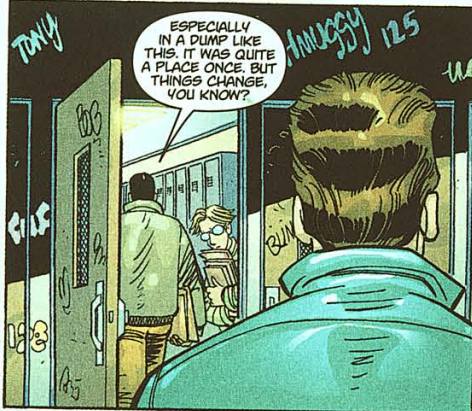
I TELL 'EM ALL THE SAME THING. THE ONLY WAY TO GET BY IS TO STAND ON YOUR OWN TWO FEET. NOBODY GIVES ANYBODY A FREE RIDE.

ISN'T IT KINDA HARD TO STAND ON YOUR OWN TWO FEET WHEN SOMEBODY KICKS THEM OUT FROM UNDER YOU?



BUDDY, THERE'S ALWAYS SOMEBODY TRYING TO KICK YOUR FEET OUT FROM UNDER YOU. YOU JUST GOTTA KICK FIRST. JOEY'S GOTTA LEARN THAT FOR HIMSELF.

EVOLVE OR DIE, YOU KNOW?



ESPECIALLY IN A PUMP LIKE THIS. IT WAS QUITE A PLACE ONCE, BUT THINGS CHANGE, YOU KNOW?



HE'S RIGHT. SOME THINGS CHANGE.

BUT SOME THINGS NEVER CHANGE.

UNLESS SOMEBODY MAKES THEM CHANGE.



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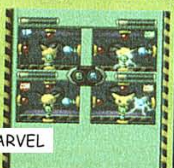
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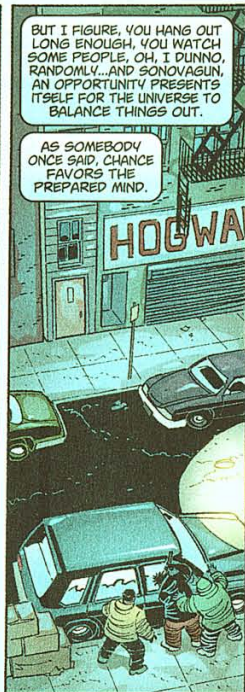
POKÉMON STADIUM 2



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NOW, I'M NOT SAYING I'M THE KIND OF GUY WHO CARRIES A GRUDGE. FAR BE IT FOR ME TO EVER CARRY A GRUDGE.



BUT I FIGURE, YOU HANG OUT LONG ENOUGH, YOU WATCH SOME PEOPLE, OH, I DUNNO, RANDOMLY...AND SONOVAGUN, AN OPPORTUNITY PRESENTS ITSELF FOR THE UNIVERSE TO BALANCE THINGS OUT.

AS SOMEBODY ONCE SAID, CHANCE FAVORS THE PREPARED MIND.



C'MON MAN, WE AIN'T GOT ALL DAY.
JUST A SEC, I ALMOST GOT IT --



UUUUHHHHH...



BOO.



AAAAAGGGGGHHHHH!

SLOW DOWN!
I CAN'T KEEP UP! AWK!

JEEZ,
MAN, I WET 'EM SLOW DOWN...



THAT'S ONE SMALL STEP FOR A SPIDER,
ONE GIANT LEAP FOR GEEK-KIND...

I SUPPOSE YOU'RE FEELING RATHER PROUD OF YOURSELF RIGHT NOW.



UNDERSTANDABLE. I WOULD, TOO, EVEN IF IT IS A WASTE OF A NICE NIGHT. AND YOUR TALENT.

PETER.

FOR A MOMENT, I'M TOO STUNNED TO TALK. IT ISN'T JUST THAT HE SNUCK UP BEHIND ME, AND WITH MY SPIDER-SENSE THAT'S NOT POSSIBLE.

IT ISN'T EVEN THAT HE CALLED ME PETER, WHICH MEANS HE KNOWS WHO I AM AND THIS COULD SCREW UP MY ENTIRE LIFE.



IT'S THAT HE'S STICKING TO THE WALL SAME AS ME.



I KNOW WHAT YOU'RE THINKING

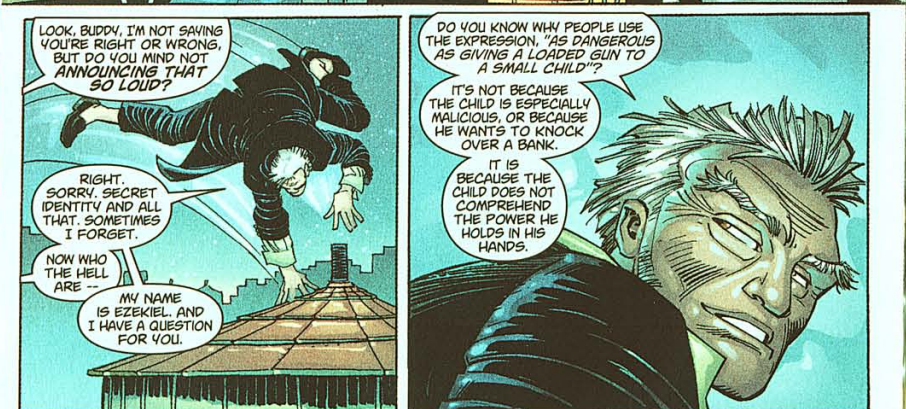


WELL, METAPHORICALLY, ANYWAY.



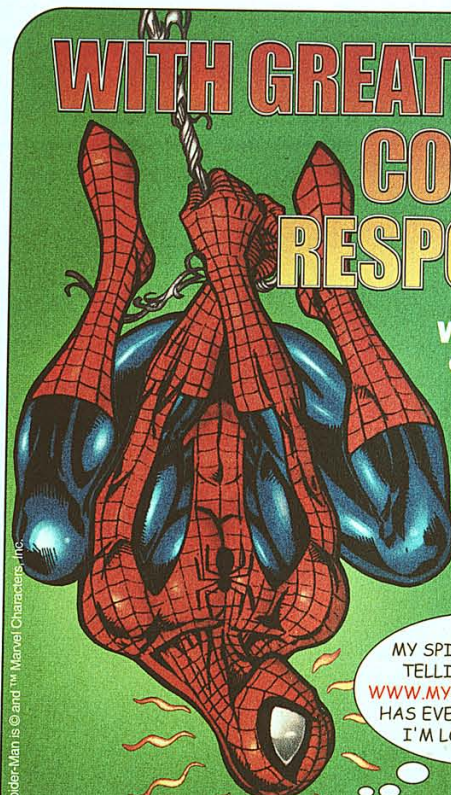
AM I A FRIEND, OR AN ENEMY?

HEY!



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DID YOU
PERFORM AN
AUTOPSY ON THE
SPIDER?

NO. IT GOT
PRETTY MUCH
SMASHED.

HAD YOU
EVER SEEN
THE SPIDER
BEFORE?

NO. NOW
LOOK...



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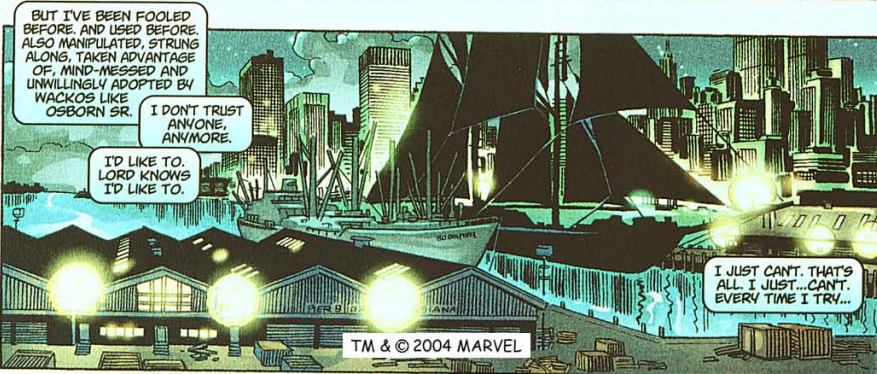


AND THEN HE WAS GONE. JUST...GONE.

AS I START THE LONG WALK HOME, I REALIZE WHY HE DIDNT FEEL LIKE TROUBLE.



I REALIZE THAT HE REMINDS ME OF MY UNCLE BEN.



BUT I'VE BEEN FOOLED BEFORE, AND LIED BEFORE. ALSO MANIPULATED, STRUNG ALONG, TAKEN ADVANTAGE OF. MIND-MESSED AND UNWILLINGLY ADOPTED BY WACKOS LIKE OSBORN SR.

I DON'T TRUST ANYONE, ANYMORE.

I'D LIKE TO. LORD KNOWS I'D LIKE TO.

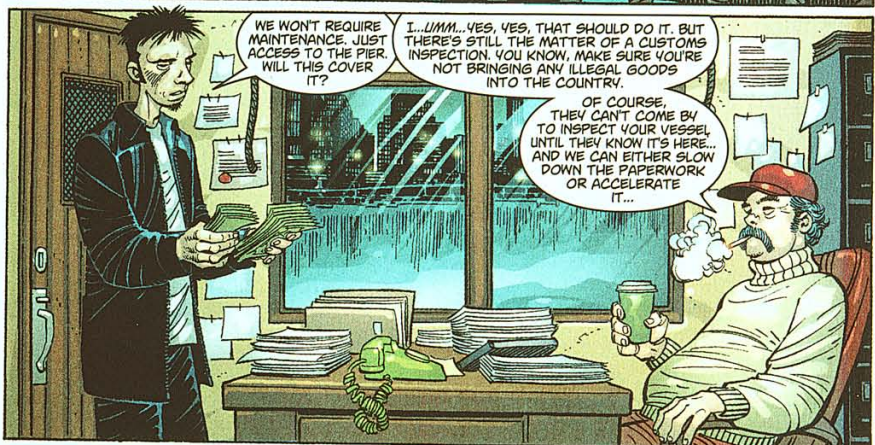
I JUST CANT. THAT'S ALL. I JUST...CANT. EVERY TIME I TRY...



...I END UP WAITING FOR THE OTHER SHOE TO DROP, FOR THE MONSTER TO COME OUT FROM BEHIND THE SMILING MASK.

AND AS MUCH AS I'D LOVE TO BE WRONG, IT'S ALMOST ALWAYS THERE, JUST WAITING TO PEEK OUT...

-- WHICH WILL COVER THE MONEY NEEDED TO DOCK YOUR BOAT, PLUS MAINTENANCE FEES, AND --



WE WON'T REQUIRE MAINTENANCE. JUST ACCESS TO THE PIER. WILL THIS COVER IT?

I...UMM...YES, YES, THAT SHOULD DO IT. BUT THERE'S STILL THE MATTER OF A CUSTOMS INSPECTION. YOU KNOW, MAKE SURE YOU'RE NOT BRINGING ANY ILLEGAL GOODS INTO THE COUNTRY.

OF COURSE, THEY CAN'T COME BY TO INSPECT YOUR VESSEL UNTIL THEY KNOW IT'S HERE... AND WE CAN EITHER SLOW DOWN THE PAPERWORK OR ACCELERATE IT...



YES, OF COURSE. WILL THIS COVER IT?

THAT'LL DO JUST FINE. THANKS. THERE'S AN ABANDONED REPAIR HOUSING YOU CAN MOVE THE SHIP INTO, YOU KNOW, KEEP IT OUT OF THE WEATHER. AN OLD SHIP LIKE THAT, YOU GOTTA TAKE CARE OF IT.

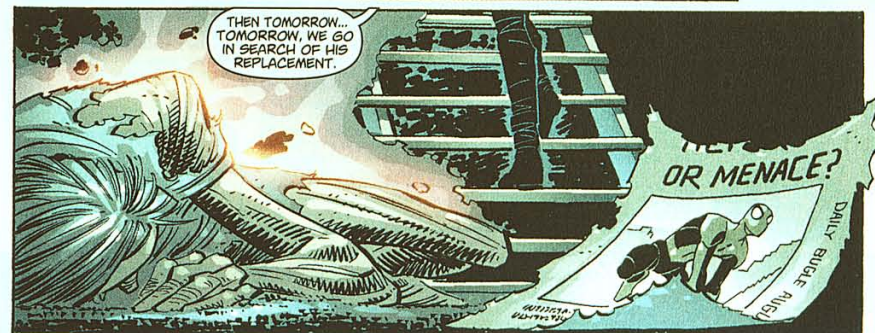
YOU KNOW WHAT THEY SAY, OUT OF SIGHT, OUT OF MIND. HECK, I'LL FORGET ABOUT IT FOR AGES IF I DON'T SEE IT.

THANK YOU.



MY PLEASURE. GOOD DOING BUSINESS WITH YOU, MISTER...?

DEX. JUST... DEX.



THE SPIDER-MAN WEB

AXEL ALONSO
EDITOR

JOHN MIESEGAES
ASSISTANT
EDITOR

JOE QUESADA
CHIEF



So, folks, we've just embarked on a new course with J. Michael Straczynski at the helm. Be sure to let us know what you think. We want to know.

In the meantime, here are some of your initial comments on AMAZING SPIDER-MAN #28, the first part of a story that's eliciting quite a response.

Dear Spider's Web,

I had nearly lost my cool over the last several issues. Peter was almost ready to date again? And not even a hint of Mary Jane anywhere? I was going nuts. I missed Mary Jane terribly. The husband-wife relationship and the complications of his life with her were unique, interesting, and finally the right guy gets the right girl. It's a lot more exciting and stimulating than Peter barely having a job, depressed, without hope. Been there, done that, in hundreds of comics, and in real life as well. I was actually considering the C word (canceling my subscription) after my decade-plus of buying Spider-Man Comics, even though I was here throughout the clones, the Goblin reign, etc.

Finally, you saved me from doing the unthinkable. I got a glimpse of MJ after reading AMAZING SPIDER-MAN #28. My hope for her return to Spider-Man has now convinced me that I made the right decision to keep buying the comics, hoping for her return.

Thank you for restoring my hope and faith in your comics again. Please return those two to each other ASAP. The last thing I want is for Peter to start dating before he finds her.

Ugh! I mean, look who Randy set him up with! Yikes! So until Peter marries Mystique by mistake, make mine Marvel! John Cayem
Columbus, OH

Well, John, you got half your wish: Peter found MJ. Whether or not she can fit Peter back into her life, and vice versa, is a question that remains to be seen.

Dear Spider's Web,

So I just read AMAZING SPIDER-MAN #28 and I have one request: Please tell me you're not doing another clone story!!!

Sean Kleefeld
Via Internet

Sean, if I got a dime for every letter-writer who expressed the same sentiment, I'd have, well, a lot of dimes! For the record, let it be known: I hereby declare SPIDER-MAN a "clone-free zone."

Dear Spider's Web,

So I hear there's gonna be some big changes in the wind, huh? New writer, cover artist, logo and, most importantly, a new direction. The beginning of these changes started with AMAZING SPIDER-MAN #28. Seeing Mary Jane alive was indeed a sight for sore eyes. It kinda sums up Peter's life by saying nice guys don't always finish last. I'm interested to see where Howard Mackie goes with her return, but as far as I'm concerned, he could do whatever he wants to just as long as she's back. What I would like to see in AMAZING SPIDER-MAN is the return of some classic villains. Electro comes to mind, as he was always one of my favorites. Bringing back the Enforcers in this issue was like a blast from the past

— keep it up! Spider-Man sure looks like he's gonna have a great year from all that I've read.

Robert Acquarulo
Hew Haven, CT

Thanks, Robert. Glad you're on board. As far as classic villains go, you'd best keep an eye out for TANGLED WEB, the third Spider-Man title that debuts this April with a 3-part story by Garth Ennis and John McCrea. Several classic villains — Electro included — figure into the first year. We're going to force you to look at these characters in ways you never have. Trust me.

Dear Spider's Web,

No! How could you do this? Mary Jane should have just stayed dead. Gwen Stacy was much better for Peter than Mary Jane ever was, and you let her stay dead! And now finally Peter was moving past her. He was a bachelor again, which always made him a great character.

It would be better if Peter were with Jill Stacy. The Stacy family is where Peter belongs. Peter has no older male figure in his life as he once did with Uncle Ben and George Stacy. If he was with Jill, Arthur could fill that role.

I know you've made your decision, and by the time you get this or respond or whatever, MJ will be back, but I really wish she wasn't. You had a great opportunity to move Peter in a great direction — especially with a new creative team coming on. However, instead another dead character comes back, the stories mean less, and I really think you have made a terrible decision. Please let the new creative team erase this new part of the story. Let MJ stay dead.

BBBlack8049
Via Internet

Well, "BBBlack," if you read the story arc that concluded with the AMAZING SPIDER-MAN ANNUAL 2001, you already know that many of your concerns have been addressed. It would appear that Peter is a bachelor, again — that he has no choice but to move on with his life, as you say.

Dear Spider's Web,

Mary Jane's return has got me psyched. I think we all knew in our hearts that the reason for this was to test and see how the readers would feel about Pete being a bachelor again, while not providing a corpse that would later have to be explained away. I have enjoyed the stories that Howard Mackie has been spinning (pun intended) about our favorite wall-crawler. He has been building on the basics of what makes this character great. And while I am looking forward to JMS coming onboard, I will miss Howard's take on Peter. I'm just glad that he's getting to tie up this great plot thread that he has been working on. Just please, don't wimp out on us — actually reveal who it is that kidnapped MJ.

Which brings us to my next point: PLEASE, DEAR GOD IN HEAVEN, DON'T LET IT BE ANOTHER CLONE!!! That whole thing with the kidnapper feeling what was happening to Spidey, and the fact that he resembles Pete are, hopefully, just a plant so Howard can say "Gotcha," but it has me scared! And I mean scared like a bachelor in a bridal shop scared!

Finally, let me comment on the art: Joe Bennett's pencils and Sandu Florea's inks were great. I really enjoyed them. But I

have to say that the panels with the kidnapper and Mary Jane were exceptionally well done, very mysterious and slightly spooky. (Maybe you should try another shot at a horror title with these two doing the art?)

Well, thanks for listening to my ramblings. So until Spidey replaces his web-shooters with Easy Cheese shooters, Make Mine Marvel!

S. M. Mount
Via Internet

Thanks for the kind words. As you can see, the villain who absconded with MJ was no clone.

Dear Spider's Web,

Howard Mackie ranks alongside Stan Lee, Tom DeFalco, and Roger Stern as one of my all-time favorite Spider-Man scribes. Now I see he's leaving the Spider-books once again. I can hope that this will only be a brief break, like the one he took in the mid-90's. I'm very sad to see him go, and I hope he'll find a home somewhere else in the Marvel Universe.

And to Howard Mackie, I say: Your Spider-Man accompanied me through middle school, high school, and most of college. I've read a lot of Spider-Man, by a lot of different creative teams, but whenever I think of Spidey in the future, it will be your stories that come to mind. Thank you, Mr. Mackie, for years of reading enjoyment. You will be sorely missed.

Matthew C. Re
Via Internet

Dear Spider's Web,

I have a rather fundamental question about Spider-Man. We all know that Ben Parker taught Peter that "with great power must come great responsibility," but in what context did he teach it?

After all, Uncle Ben didn't know that Peter would get his spider-powers. He was just an ordinary guy (well, not so ordinary in some ways, but you know what I mean) raising a stereotypical weakling nerd. What gave Ben the idea that he had to teach Peter so much about responsibility? When did he utter those fateful words? What "responsibility" was he specifically using as an example? Was this ever explored in Spidey comics? If so, where? If not, it would make a wonderful issue.

Paul G. Wiener
Via Internet

Excellent question, Paul. We enlisted the aid of Marvel's top minds (even Ralf, who's still recuperating from last issue's experiment with the home-made web fluid — and quite nicely, thanks!) and here's what we found: The immortal phrase uttered by Uncle Ben, the phrase referred to way back in AMAZING SPIDER-MAN #1, is just one of those untraceable moments in the Spider-Man folklore. When and where Uncle Ben spoke these words to young Peter, your guess is as good as ours. Perhaps it's a story worth telling...

NEXT ISSUE:

SPIDEY GETS A NEW JOB. 'NUFF SAID.

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